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L1	1053	(non adj real-time)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/02/26 17:42
L2	41	1 and simulator	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/02/26 17:49
L3	158	(simulation and clock).ti.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/02/26 17:49
L4	0	3 and (real-time adj simulator)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/02/26 17:50
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1 [Repeatability in real-time distributed simulation executions](#)

Thom McLean, Richard Fujimoto

May 2000 **Proceedings of the fourteenth workshop on Parallel and distributed simulation PADS '00**

Publisher: IEEE Computer Society

Full text available: [pdf\(976.97 KB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

2 [GPGPU: general purpose computation on graphics hardware](#)



David Luebke, Mark Harris, Jens Krüger, Tim Purcell, Naga Govindaraju, Ian Buck, Cliff Woolley, Aaron Lefohn

August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**

Publisher: ACM Press

Full text available: [pdf\(63.03 MB\)](#) Additional Information: [full citation](#), [abstract](#), [citations](#)

The graphics processor (GPU) on today's commodity video cards has evolved into an extremely powerful and flexible processor. The latest graphics architectures provide tremendous memory bandwidth and computational horsepower, with fully programmable vertex and pixel processing units that support vector operations up to full IEEE floating point precision. High level languages have emerged for graphics hardware, making this computational power accessible. Architecturally, GPUs are highly parallel s ...

3 [Predictable Time Management for Real-Time Distributed Simulation](#)

Thom McLean, Richard Fujimoto

June 2003 **Proceedings of the seventeenth workshop on Parallel and distributed simulation PADS '03**

Publisher: IEEE Computer Society

Full text available: [pdf\(165.14 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [citations](#), [index terms](#)



[Publisher Site](#)

This paper introduces a technique to control the overhead of time management processes in order to make such mechanisms appropriate for real-time distributed simulation. A novel message accounting scheme, the offset-epoch method, is presented as a way to increase the efficiency of time management algorithms by eliminating transient messages. Asynchronous lower-bound on timestamp (LBTS) computation exploits this efficiency to reduce time management overheads. This approach represents one step in bridging ...

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Thom McLean, Richard Fujimoto

May 2000 **Proceedings of the fourteenth workshop on Parallel and distributed simulation PADS '00**

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2 [Synchronizing simulations in distributed interactive simulation](#)

Sandra Cheung, Margaret Loper

December 1994 **Proceedings of the 26th conference on Winter simulation WSC '94**

Publisher: Society for Computer Simulation International

Full text available: [pdf\(763.91 KB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

3 [Ada and multi-microprocessor real-time simulation](#)

Stefan Feyock, W. Robert Collins

March 1983 **Proceedings of the 16th annual symposium on Simulation ANSS '83**

Publisher: IEEE Computer Society Press

Full text available: [pdf\(840.95 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

The selection of a high-order programming language for a real-time distributed network simulation is described. The additional problem of implementing a language on a possibly changing network is addressed. The recently designed language Ada (trademarked by DoD) was chosen since it provides the best model of the underlying application to be simulated.

4 [Simulation-based real-time scheduling: review of recent developments](#)



Catherine M. Harmonosky

December 1995 **Proceedings of the 27th conference on Winter simulation WSC '95**

Publisher: ACM Press, IEEE Computer Society

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